

C L A I M S

The following is a detailed listing of all claims that are, or were, in the application. A status identifier is provided for every claim and the current text of every claim is presented, unless the claim has been cancelled. Current amendments to the claims are expressed in the detailed listing by strikethrough or double-brackets (for deleted matter) or underlining (for added matter).

1. (Previously Presented) A method of operating a gaming device, comprising:
 - determining an outcome amount associated with a total number of events; and
 - based on a parameter specified by a player, allocating the outcome amount among the total number of events, wherein the total number of events is greater than one.
2. (Previously Presented) The method of claim 1, wherein the parameter specified by the player comprises the total number of events.
3. (Previously Presented) The method of claim 1, wherein the parameter specified by the player comprises at least one of: a payout distribution preference, a payout frequency preference, a payout magnitude preference, a standard deviation associated with said allocating, a payout order preference, a total wager amount, an event wager amount, a total time period, and a payout currency preference.
4. (Previously Presented) The method of claim 1, wherein the parameter specified by the player comprises at least one of: (i) demographic information, (ii) psychographic information, and (iii) player history information.

5. (Previously Presented) The method of claim 1, further comprising:
retrieving a stored indication of the parameter specified by the player.
6. (Previously Presented) The method of claim 1, further comprising:
receiving an indication of the parameter specified by the player.
7. (Original) The method of claim 6, wherein the indication is received from at least one of: (i) the player, (ii) a player device, (iii) a controller, and (iv) an event result server.
8. (Original) The method of claim 6, wherein said receiving is performed via at least one of: (i) a communication network, (ii) the Internet, and (iii) a telephone network.
9. (Original) The method of claim 1, wherein said determining comprises receiving an indication of the outcome amount.
10. (Original) The method of claim 9, wherein said receiving comprises receiving the indication from at least one of: (i) a player device, (ii) a controller, and (iii) an event result server.
11. (Original) The method of claim 9, wherein said receiving is performed via at least one of: (i) a communication network, (ii) the Internet, and (iii) a telephone network.

12. (Original) The method of claim 1, wherein said determining comprises retrieving a stored indication of the outcome amount.
13. (Original) The method of claim 1, wherein said determining comprises randomly generating the outcome amount.
14. (Original) The method of claim 1, wherein said allocating is performed by at least one of: (i) a controller, and (ii) an event result server.
15. (Original) The method of claim 1, wherein said allocating is performed by a player device.
16. (Original) The method of claim 15, wherein the player device comprises at least one of: (i) a personal computer; (ii) a portable computing device; (iii) a personal digital assistant; (iv) a telephone; (v) a wireless telephone, (vi) a pager, (vii) a kiosk, (viii) a point of sale terminal, and (ix) an automated teller machine.
17. (Original) The method of claim 1, wherein said allocating comprises:
 - selecting a subset of the total number of events; and
 - allocating the outcome amount among the subset of the total number of events.
18. (Original) The method of claim 1, wherein said allocating comprises:
 - determining a plurality of event outcomes based on the outcome amount; and
 - associating each of the event outcomes with one of the total number of events.

19. (Original) The method of claim 1, wherein said allocating is based on at least one of: (i) a predetermined formula, (ii) a stored outcome table, and (iii) a random process.

20. (Original) The method of claim 1, wherein said determining comprises: determining a plurality of outcome amounts associated with a prior total number of events, the prior total number of events being different than the total number of events.

21. (Original) The method of claim 20, wherein said allocating comprises allocating the plurality of outcome amounts among the total number of events.

22. (Original) The method of claim 1, wherein said determining comprises: determining a plurality of outcome amounts associated with a prior total number of events, the prior total number of events being less than the total number of events.

23. (Original) The method of claim 22, wherein the prior total number of events is one.

24. (Original) The method of claim 1, wherein said determining comprises: determining a plurality of outcome amounts associated with a prior total number of events, the prior total number of events being more than the total number of events.

25. (Original) The method of claim 1, wherein said allocating comprises associating an event payout amount with at least one of the total number of events.

26. (Original) The method of claim 25, wherein said allocating comprises associating a plurality of event payout amounts with a plurality of the total number of events.

27. (Original) The method of claim 26, wherein at least one of the plurality of event payout amounts comprises a negative amount.

28. (Original) The method of claim 25, further comprising:
displaying the event payout amount to the player.

29. (Original) The method of claim 25, further comprising:
arranging for the player to provide payment of an amount based on a total wager amount;
revealing the event payout amount to the player; and
arranging for the player to receive payment of an amount associated with the event payout amount.

30. (Original) The method of claim 1, further comprising:
arranging for the player to provide payment of an amount based on a total wager amount; and
arranging for the player to receive payment of an amount associated with the outcome amount, wherein the outcome amount is based at least in part on the total wager amount and a random process.

31. (Original) The method of claim 1, further comprising:
re-allocating the outcome amount among the total number of events.

32. (Original) The method of claim 1, further comprising:

re-allocating the outcome amount among a subsequent total number of events, the subsequent total number of events being different than the total number of events.

33. (Original) The method of claim 1, wherein each of the total number of events is associated with an electronic representation of a scratch-off type instant game ticket.

34. (Previously Presented) A method of operating a gaming device, comprising:

arranging for a player to provide payment of an amount based on a total wager amount;

determining an outcome amount in response to the player providing the total wager amount;

based on a parameter specified by the player, distributing the outcome amount among a plurality of scratch-off type instant game tickets;

revealing to the player a result associated with at least one of the scratch-off type instant game tickets; and

arranging for the player to receive payment of an amount associated with the result.

35. (Previously Presented) A computer-implemented method of facilitating instant lottery ticket game play, comprising:

arranging for a player to provide payment of an amount based on a total wager amount;

receiving, via a communication network, an indication of an outcome amount associated with an original number of lottery tickets;

allocating the outcome amount among the original number of lottery tickets based on a parameter specified by the player;

determining a modified number of lottery tickets;

re-allocating the outcome amount among the modified number of lottery tickets according to at least one of: (i) a predetermined rule, (ii) a predetermined formula, (iii) a stored outcome table, and (iv) a random process, wherein said re-allocating comprises associating a lottery ticket payout amount with at least one of the modified number of lottery tickets;

revealing the lottery ticket payout amount to the player; and

arranging for the player to receive payment of an amount associated with the lottery ticket payout amount.

36. (Previously Presented) A game apparatus, comprising:

a processor; and

a storage device in communication with said processor and storing instructions adapted to be executed by said processor to:

determine an outcome amount associated with a total number of events, and

based on a parameter specified by a player, allocate the outcome amount among the total number of events, wherein the total number of events is greater than one.

37. (Original) The apparatus of claim 36, wherein said storage device further stores at least one of: (i) a game database, (ii) a game session database, (iii) a player database, and (iv) an event database.

38. (Original) The apparatus of claim 36, further comprising:

a communication device coupled to said processor and adapted to communicate with at least one of: (i) an event result server, (ii) a player device, and (iii) a controller.

39. (Previously Presented) A medium storing instructions adapted to be executed by a processor to perform a method of operating a gaming device, said method comprising:

determining an outcome amount associated with a total number of events; and

based on a parameter specified by a player, allocating the outcome amount among the total number of events, wherein the total number of events is greater than one.

40. (Previously Presented) A method of operating a gaming device, comprising:

determining an expected value associated with a player; and

based on a parameter specified by the player, allocating the expected value among a total number of events.

41. (Previously Presented) A method of operating a gaming device, comprising:

determining an outcome amount associated with a player; and

based on a parameter specified by a player, allocating the outcome amount over at least one of: (i) time, and (ii) a representation of space.

42. (Previously Presented) A method of operating a lottery device, comprising:

- arranging for a player to provide, via a payment identifier, payment of a total wager amount;
- transmitting an indication associated with the total wager amount to a controller;
- receiving an indication associated with a total payout amount from the controller;
- receiving from the player an indication associated with a total number of lottery events;
- based on a parameter specified by the player, allocating the total payout amount among the total number of lottery events;
- revealing at least a portion of the total payout amount; and
- arranging for the player to receive, via the payment identifier, payment of the total payout amount.

43. (Previously Presented) A method of facilitating game play, comprising:

- determining an outcome amount associated with a player; and
- allocating the outcome amount among a total number of events according to a method specified by the player.

44. (Original) The method of claim 43, wherein each of the total number of events comprises an instant lottery ticket.

45. (Previously Presented) A method of facilitating game play, comprising:

- determining an outcome amount; and based on a parameter specified by a player, allocating the outcome amount among a total number of events.

46. (Original) The method of claim 45, wherein each of the total number of events comprises an instant lottery ticket.

47 - 53 (Cancelled)

54. (Previously Presented) The method of claim 1, wherein the parameter specified by the player comprises a payout distribution preference.

55. (Previously Presented) The method of claim 54, wherein the payout distribution preference indicates at least one of a payout frequency preference and a payout magnitude preference.

56. (Previously Presented) The method of claim 54, wherein the payout distribution preference indicates at least one of a preferred standard deviation associated with the allocation of the outcome amount.